

We Claim:

1. A computer program product for developing and directing a simulation displayable on a display screen, the computer program product embodied on a computer usable medium, the computer program product comprising:
  - computer readable program code configured to:
    - provide for selection of multiple locations within a defined area on the display screen;
    - provide for creation of one or more high level computer instructions describing the simulation relative to said locations; and
    - provide for translation of said one or more high level computer instructions into low level computer executable instructions necessary to carry out execution of the simulation.
2. The computer program product of claim 1, wherein said creation of said one or more high level computer instructions is accomplished automatically following selection of one or more high level commands from a high level command area on the display screen and one or more high level actions from a high level action area on the display screen.
3. The computer program product of claim 1, wherein said one or more high level computer instructions describing the simulation include (a) character instructions assigning object character to one or more of said locations, and (b) movement instructions assigning object movement between two or more of said locations.
4. The computer program product of claim 1, wherein said one or more high level computer instructions describing the

simulation include one or more sound instructions describing one or more sounds related to the simulation.

5. The computer program product of claim 1, wherein said one or more high level computer instructions describing the simulation include one or more speed control instructions to control the speed of said execution of the simulation.
6. The computer program product of claim 1, wherein said one or more high level computer instructions describing the simulation include one or more delay instructions to delay said execution of the simulation.
7. The computer program product of claim 1, wherein said one or more high level computer instructions describing the simulation include one or more comment instructions to insert textual comments into the simulation.
8. The computer program product of claim 1, wherein said one or more high level computer instructions describing the simulation include one or more secondary image instructions to display secondary images related to the simulation.
9. The computer program product of claim 8, wherein said secondary images are selected from a group of secondary images comprising hand signal images and retired gunner images.
10. The computer program product of claim 1, wherein said computer readable program code is configured to:
  - provide for manual entry and editing of said high level computer instructions within a defined high level program area on the display screen prior to said translation of said

high level computer instructions into said low level computer executable instructions.

11. The computer program product of claim 1, wherein said computer readable program code is configured to:
  - provide for said execution of the simulation at a predetermined speed; and
  - provide for variation of said predetermined speed.
12. The computer program product of claim 1, wherein said computer readable program code is configured to:
  - provide for downloading of said high level computer instructions to an external device for storage and execution on said external device.
13. The computer program product of claim 12, wherein said external device is a portable hand held device.
14. The computer program product of claim 12, wherein said external device is a remote controller device also capable of controlling one or more remote electronic training devices.
15. The computer program product of claim 1, wherein said computer readable program code is configured to:
  - provide for importing and display of one or more landscape images into said defined area on the display screen.
16. A computer program product for developing and directing a simulation displayable on a display screen, the computer program product embodied on a computer usable medium, the computer program product comprising:
  - computer readable program code configured to:

provide for selection of multiple locations within a defined area on the display screen;

provide for automatic creation of one or more high level computer instructions describing the simulation relative to said locations following selection of one or more high level commands from a high level command area on the display screen and one or more high level actions from a high level action area on the display screen; and

provide for translation of said one or more high level computer instructions into low level computer executable instructions necessary to carry out execution of the simulation.

17. A method for developing and directing a simulation displayable on a display screen comprising the steps of:
  - running a computer program product on a computer connected to the display screen, said computer program product designed for developing and directing simulations;
  - using said computer program product to select multiple locations within a defined area on the display screen;
  - using said computer program product to select one or more high level commands from a high level command area on the display screen;
  - using said computer program product to select one or more high level actions from a high level action area on the display screen; and
  - using said computer program product to automatically combine said selected one or more high level commands and said selected one or more high level actions to create one or more high level computer instructions describing the simulation relative to said locations.
18. The method of claim 17, including the step of using said computer program product to translate said one or more high

level computer instructions into low level computer executable instructions necessary to carry out execution of the simulation.

19. The method of claim 17, wherein said one or more high level computer instructions describing the simulation include (a) character instructions assigning object character to one or more of said locations, and (b) movement instructions assigning object movement between two or more of said locations.
20. The method of claim 17, wherein said one or more high level computer instructions describing the simulation are selected from a group of high level computer instructions consisting of: one or more sound instructions describing one or more sounds related to the simulation, one or more speed control instructions to control the speed of said execution of the simulation, one or more delay instructions to delay said execution of the simulation, one or more comment instructions to insert textual comments into the simulation, one or more secondary image instructions to display secondary images related to the simulation, and combinations thereof.
21. The method of claim 17, including the step of using said computer program product to import and display one or more landscape images into said defined area on the display screen.
22. The method of claim 17, including the step of downloading said high level computer instructions to an external device, wherein said external device has been configured to translate said one or more high level computer instructions

into low level computer executable instructions necessary to carry out execution of the simulation.

23. The method of claim 22, wherein said external device is a portable handheld device.
24. The method of claim 22, wherein said external device is a remote controller device also capable of controlling one or more remote electronic training devices.